

GAME BOY ADVANCE

AGB-BUOE-USA

DR. SUDDOKU



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

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DR. SUDOKU

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Introducing Dr. Sudoku

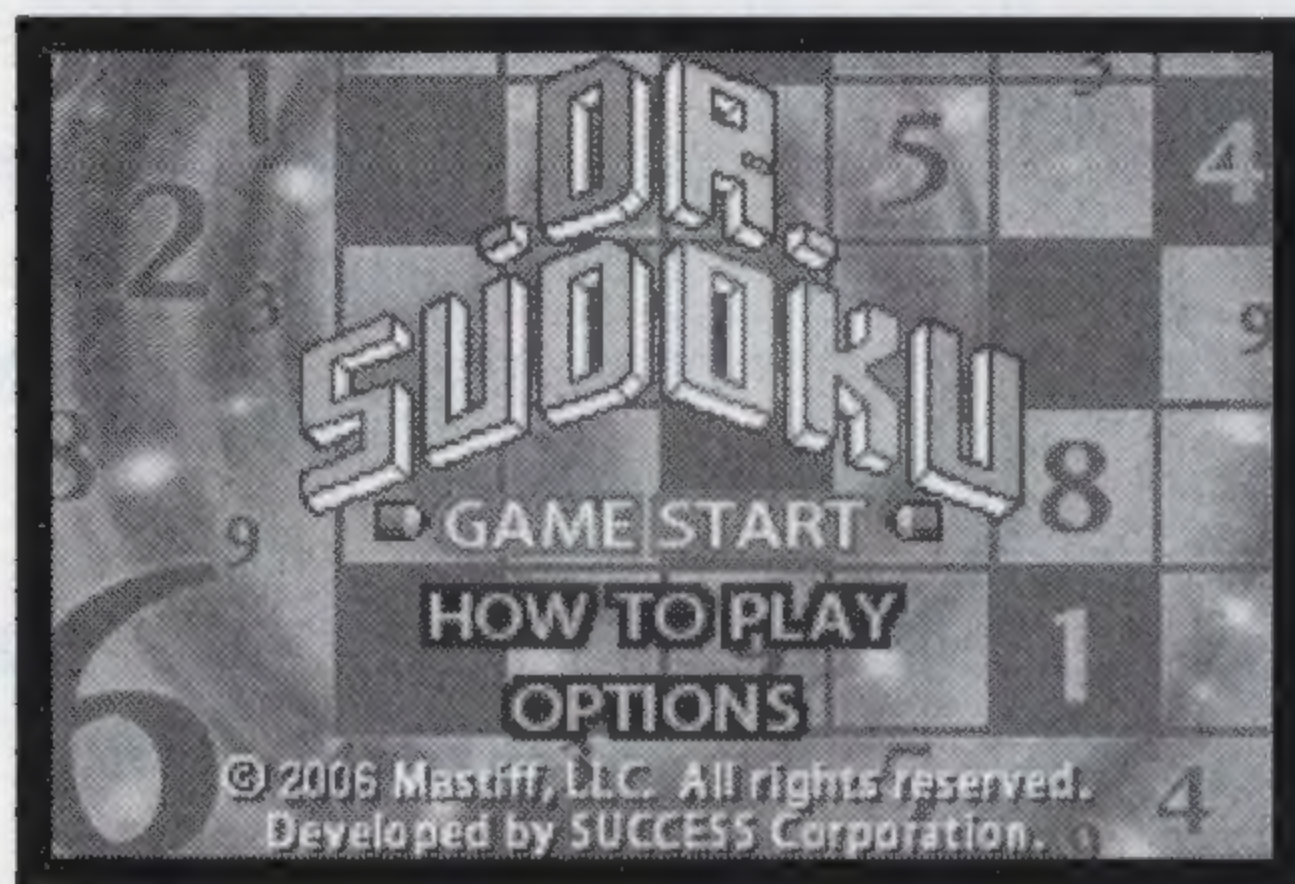
Dr. Sudoku is a game of logic played with a 9 x 9 grid of squares and the numbers 1–9. The 9 x 9 grid is divided into nine separate blocks of 3 x 3 squares.

The following rules apply: Every row and column must contain the numbers 1–9. Every 3 x 3 block of squares must contain the numbers 1–9. And, no numbers may be repeated in the same row, column or 3 x 3 block of squares.

The player will be presented with a partially completed grid and must fill in the blank squares. To see a full tutorial, start the game and select How to Play from the main screen.

Just one piece of advice: Never guess. You can arrive at the correct answers by logical deduction, so there's really no need to guess. In fact, a wrong guess will cause lots of time-consuming backtracking. If you're not sure what to put in a particular square, skip it, or better yet, use the game's Memo Mode to note possible answers and come back to it later.

Main Screen



*The Main Screen comes up when the game is started. Select an option with the Control Pad and press **START** or the **A Button** to select it.*

Game Start Choose to begin playing. If you select Game Start, you will be given a choice of Normal Mode or Original Mode.

Normal Mode allows you to select and play any of Dr. Sudoku's 1,000 handmade puzzles. The game offers 20 levels, ranging from very easy to very hard. Each level has 50 puzzles. If you didn't finish your puzzle the last time you played, selecting Game Start and then Continue will give you the option to resume playing where you left off.

Original Mode allows you to create your own puzzles, to confirm they are solvable and to play them. You can also use Original Mode as a tool to help you verify that difficult problems you may have come across in books or newspapers are solvable, and to help you solve them. To create a puzzle in Original Mode, select Original Mode and then one of the slots, numbered 1-20. Then choose Edit. If you'd prefer to play a puzzle you created earlier, pick the appropriate slot and choose Play. See the Original Mode section for more information on using Original Mode.

How to Play displays a tutorial explaining the rules of the game. Press the A Button to increase the text display speed. Press the Start button to return to the main screen.

Options allows you to change game settings such as background art and music, as well as to turn sound effects on and off.

Main Screen and Stage Select Screen Controls

START: Start the game

Select: Not used

L Button: Switch difficulty levels

A Button: Switch difficulty levels

Control Pad: Select a menu item

A Button: Confirm selection

B Button: Cancel selection and return
to previous screen

Puzzle Screen for Normal and Original Mode



Navigating the puzzle screen is the same in Normal Mode as it is when playing a puzzle you have created in Original Mode. This screen is made up of the puzzle area on the left and the Help and Information Panel on the right. Use the L and R Buttons to jump between the puzzle and the Help and Information Panel.

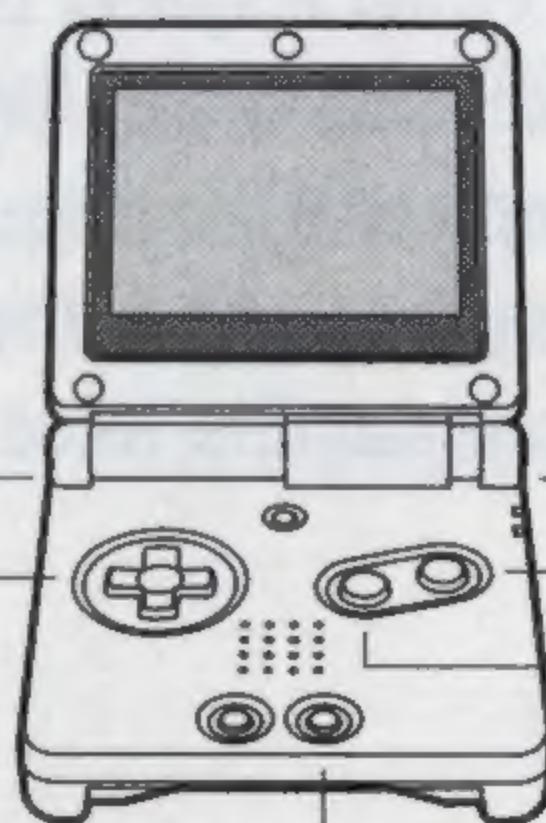
The game is played in the puzzle area, but you probably figured that one out for yourself. The Help and Information Panel displays the level, number and difficulty of the current puzzle, as well as the game timer. Selecting the numbers 1–9 on this panel will highlight rows, columns and 3 x 3 squares already containing those numbers, assisting you in finding squares where the selected number could be the correct answer. Selecting the same number twice will give you two different views.

Playing To play, use the Control Pad to move the red cursor around the puzzle area. Select an empty square and press the A Button to display the number entry menu. Use the Control Pad to select a number from the menu, then press the A Button to confirm your selection. If the number you select is valid, it will appear in the area. If it is not valid (if that number already appears in the same row, column or block) then the existing number or numbers will flash red for a moment and your selection will be canceled. A number can't be invalid and right, but it can be valid and wrong. If you place a number and realize it is wrong, you can delete it by selecting it and pressing the B Button. You cannot delete numbers that were in the puzzle area from the beginning as part of the puzzle set-up. When you have correctly filled in all of the blank squares, the puzzle is solved.

L Button: Jumps from Help and Information Panel to puzzle area. Toggles Memo Mode on/off when in puzzle area.

Control Pad: Move cursor.

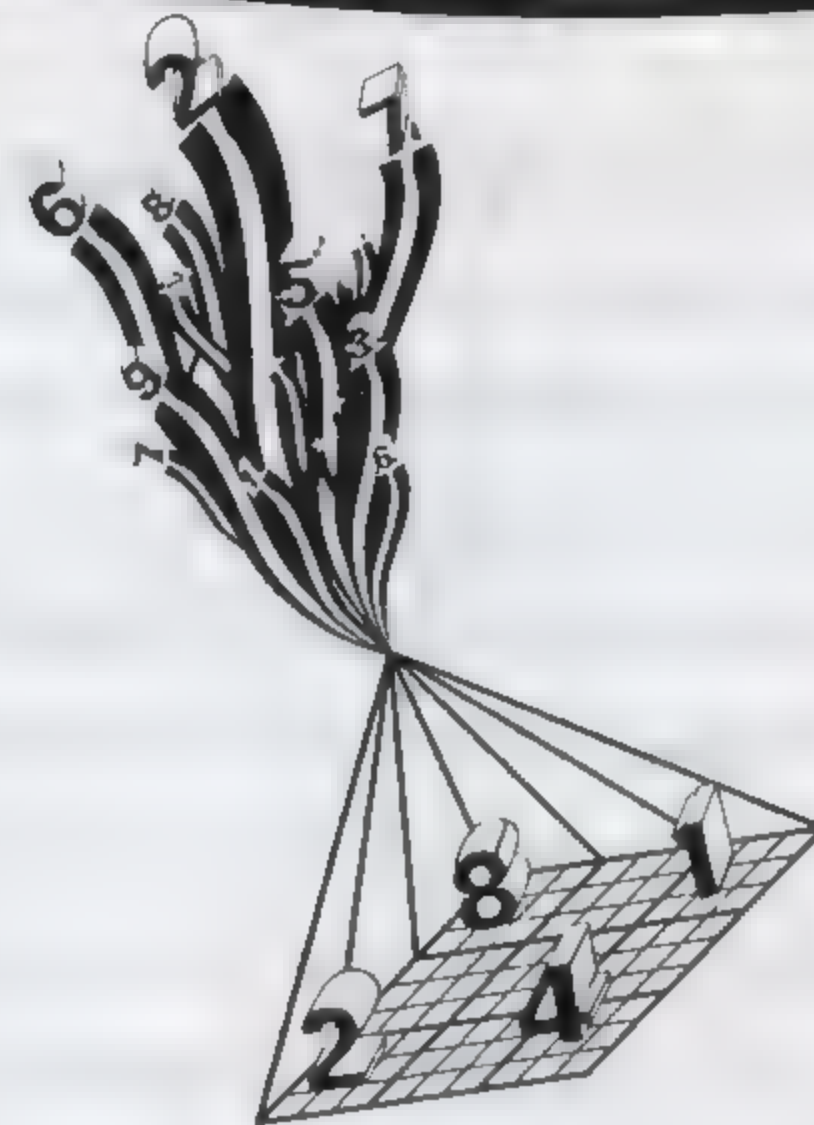
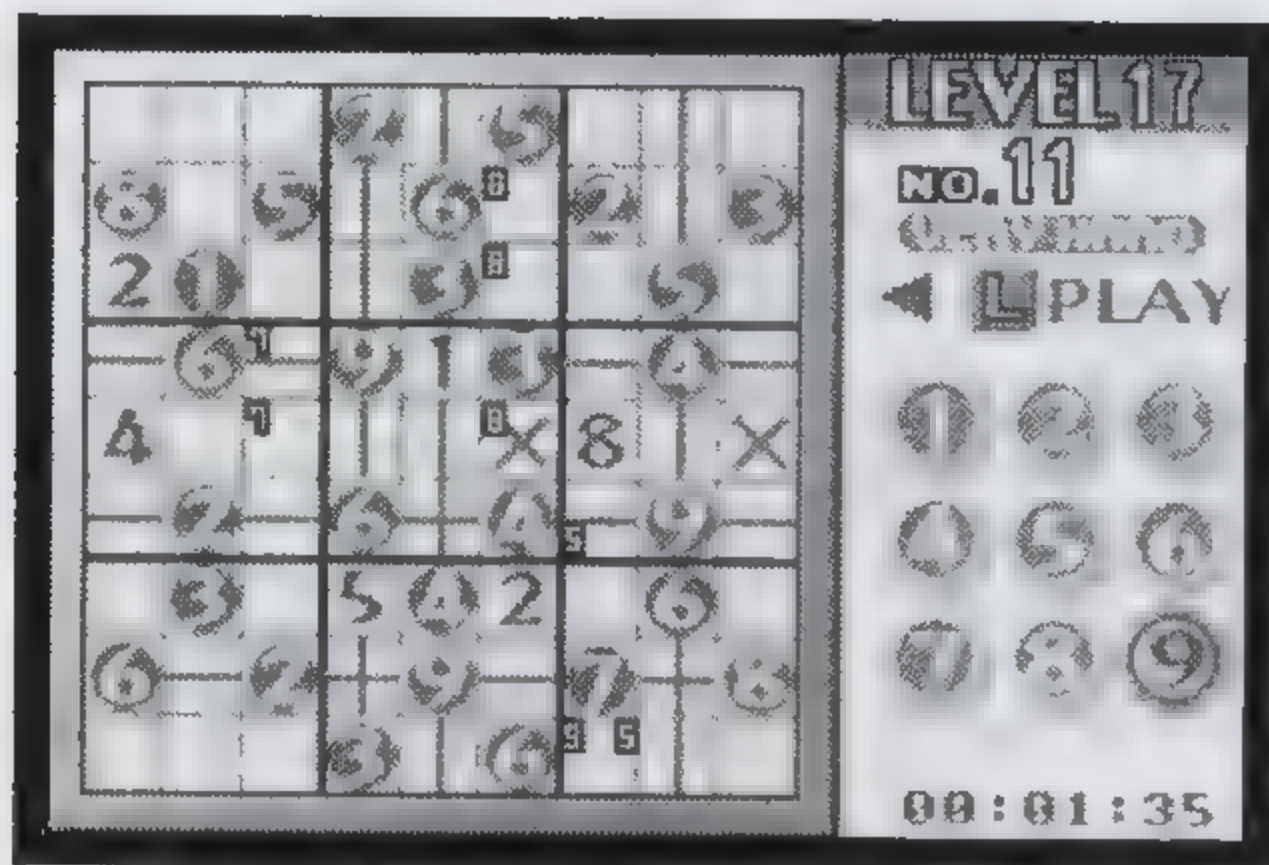
START: Pause.



A Button: Jumps from puzzle area to Help and Information Panel.

A Button: Confirms selection, Opens number selection window in puzzle area. Use to select number in Help and Information Panel. Press twice for different help views.

B Button: Cancel selection.



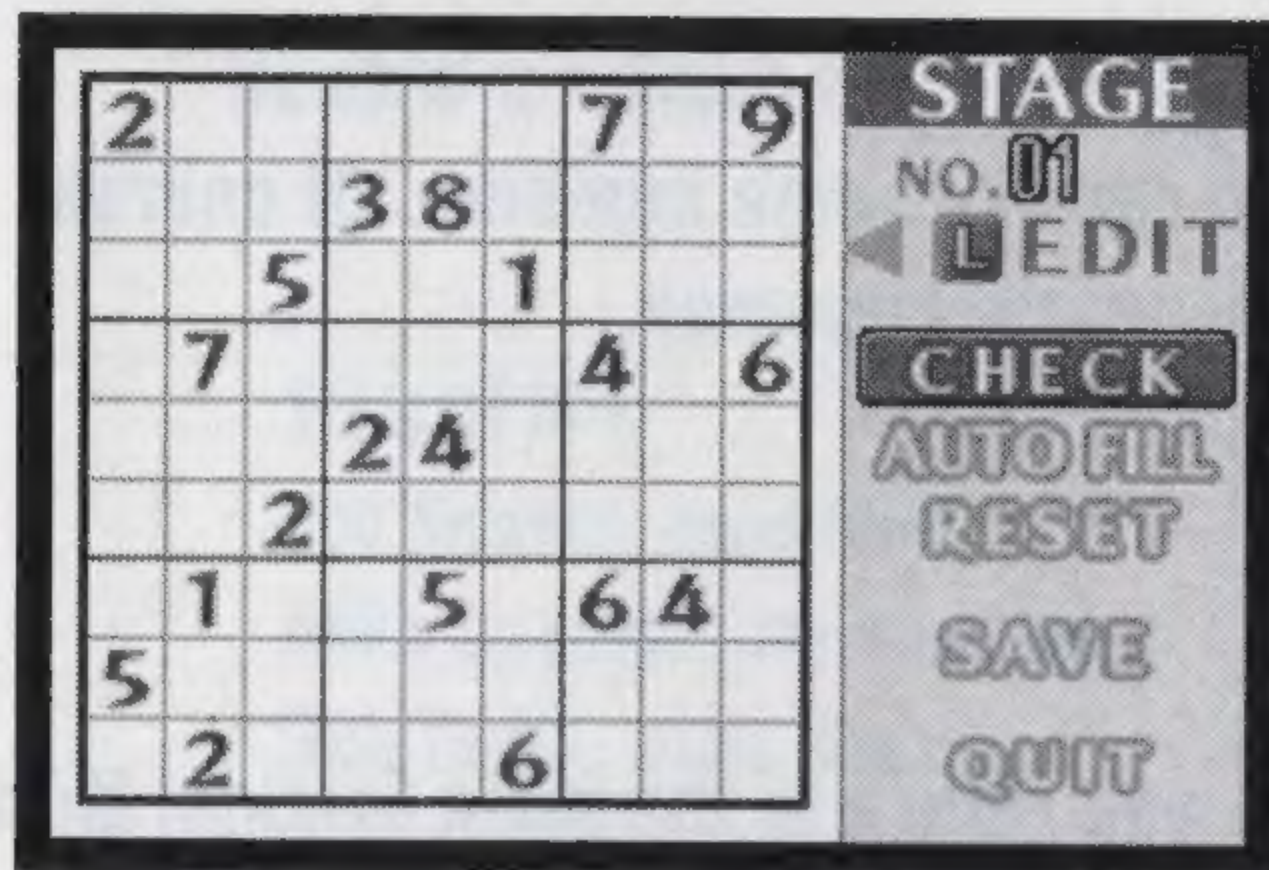
Getting Help Press the R Button to jump the cursor to the Help and Information Panel. Choose a number and press the A Button to highlight it. That number will then turn green in the puzzle area. Press the A Button again and red lines will mark puzzle rows and columns that already have the number and are therefore no longer candidates for it. Red Xs mark squares that are not candidates for the number because it appears in the same 3 x 3 block. Squares without a red line or an X are valid candidates for the number.



Memo Mode While you are in the process of solving a puzzle, you may find that there are several numbers that can fit into a blank square. You will only discover which of these numbers is correct by using the process of elimination as you fill in the other squares. During this process, it may be helpful to make a note of which numbers can fit into a particular square. To mark a square, select it with the Control Pad and press the L Button to switch to Memo Mode. The red cursor will change into a smaller square. Use the Control Pad to select a corner of the square and press the A Button to assign a number to that corner. This allows you to mark a square with up to four different memos, each a number. Press the B Button while a memo is selected to erase it. To return to Normal Mode, press the L Button again.

Original Mode

You can use Original Mode to create and play up to 20 of your own Sudoku puzzles, or to confirm that puzzles are indeed solvable so that you can play them. You can also use Original Mode as a tool to help you verify that difficult problems you may have come across in books or newspapers are indeed solvable, and to solve them.



Creating a Puzzle To create a puzzle, first select the slot that you want to use and then select "Edit." A blank game board will appear. Move the cursor around the board and insert numbers in the same way that you would when solving a puzzle. To access the menu items on the right-hand side of the screen,

press the R Button. Press the L Button to return to the game board area.

Check This feature checks whether or not the puzzles you create can be solved. There are three possible results: "Solvable," "Unsolvable" and "Likely Unsolvable." "Solvable" means that the puzzle you've created has one possible answer and is a valid Sudoku puzzle. "Unsolvable" means that the puzzle cannot be solved, or that it has two or more correct answers and is not considered a valid Sudoku puzzle. "Likely Unsolvable" means that the computer has checked your puzzle for the maximum amount of time and wasn't able to find a solution.



Auto Fill Fills the puzzle with a random selection of valid numbers. With all squares filled, you can then use the B Button to remove some numbers. Of course, the more you remove, the more challenging the puzzle becomes.

Reset Clears the puzzle area completely.

Save Saves the puzzle in progress.

Quit Select to quit editing the current puzzle and return to the main Original Mode screen. If you want to save your puzzle, do so before quitting.

Playing a Puzzle You've Created To play a puzzle that you have created, choose the slot for the puzzle and then select Play. Play can not be chosen if the puzzle you have created is unsolvable. Slots that have saved puzzles in them will display in the preview area. Slots without puzzles in them will display "NO DATA."

Using Original Mode as a Tool to Solve Difficult Problems

Pick an empty slot and choose Edit, as though you were going to create your own problem. Instead, enter the problem you are having difficulties with. The Help function will act the same as with other puzzles in Normal Mode, and the Check option can confirm whether the problem is solvable.

Credits

Mastiff

Bill Swartz, *Head Woof*

Mika Hayashi, *Big Woof, Japan*

Ron Kurtz, *Sales Woof*

Charles Van, *Numbers Woof,*

Mieko Mochizuki, *Essential Woof*

Produced by

Mika Hayashi

Developed by

Success Corporation

Takato Yoshinari, *Executive Producer*

Hiroyuki Kamakami, *Producer*

Kunito Sato, *Director*

Yuichi Horiguchi, *Programmer*

Hironori Katsuno, *Programmer*

Yukihiro Hatakenaka, *Programmer*

Masafumi Kon, *Artists*

Toshihisa Katsuki, *Artists*

Music by

Ryo Kasai

Puzzles Created by

Skynet Corporation Inc.

<http://www.oct-net.ne.jp/~skynet/>

PR by

Michael Meyers Public Relations

Box and Manual Design by

GARGANTUA,

gargantuadesign.com



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